WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Sega Dreamcast
Web Browser
AT&T
Powered by WorldNet
SERVICE
SEGA
91027

ATTENTION:
YOUR SEGA DREAMCAST™ CONSOLE CAN ENABLE ACCESS TO THE INTERNET, INCLUDING, WITHOUT LIMITATION, THE SEGA DREAMCAST NETWORK, THE WORLD WIDE WEB, ELECTRONIC MAIL AND CHAT ROOMS. To access to the Internet, the Dreamcast console must be connected to a telephone line using an Internet Service Provider (ISP) as provided in the user instruction manual. Remember: users of the Sega Dreamcast Network will be capable of communicating over the Internet, in the same manner as any Internet user. BE ADVISED that it is possible for Internet users to have access to individuals or material that is harmful or objectionable including, without limitation, that which is defamatory, obscene, threatening, abusive, discriminatory or hateful. Such users may also access web sites that contain such material, including adult material. It is not possible for Sega or its affiliates, employees, or agents to control the content of, or access to, web sites, chat rooms, bulletin boards, or electronic mail communications. AS SET FORTH IN THE DREAMCAST NETWORK TERMS AND CONDITIONS, SEGA DISCLAIMS ANY AND ALL RESPONSIBILITY FOR THE ACCESS, CONTENT, AND USAGE OF THE INTERNET AS WELL AS ANY SPECIAL, CONSEQUENTIAL, INDIRECT, PUNITIVE OR INCIDENTAL DAMAGES RELATED THERETO.

ONLY YOU can decide whether use of the Sega Dreamcast Network and the Internet is appropriate for your family. If you are concerned about the foregoing, you may wish for an adult to be present when accessing the Internet. In any case, you assume TOTAL RESPONSIBILITY AND RISK for all use of the Internet including, without limitation, the Sega Dreamcast Network, chat rooms, and electronic mail as well as any and all liability whatsoever relating to any Sega, SegaSoft, or Dreamcast products or services.

To use the Sega Dreamcast web browser, it is necessary to establish an account with an Internet Service Provider. Neither Sega nor Planetweb are responsible for any charges you incur for establishing your Internet account.

You will need to connect to your Internet account over a standard telephone line. Neither Sega nor Planetweb are responsible for any telephone charges, including all local, toll and long distance charges you incur to connect to your Internet account. To minimize your phone charges, make sure to select a local dial-up number for your ISP. If you have any questions about whether the dial-up number you've selected is a local call, check with your local phone company.

In some cases you may connect to websites which charge separate fees for access. You are solely responsible for any additional fees you incur while accessing these sites.

Additionally, you may choose to order products electronically using the Dreamcast browser. While Sega has included encryption technology in the web browser to help keep private information secure, Sega cannot guarantee the security of information shared over the Internet. All information shared over the Internet is at your own risk. Of course, you are solely responsible for any charges incurred by ordering products or services over the Internet using the Dreamcast web browser.

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THE WORLD WIDE WEB

What is the World Wide Web?

The World Wide Web (WWW) consists of hundreds of thousands of computers that send graphics, text and sounds through the Internet. These data are viewed through a web browser, such as the Dreamcast browser.

Each web page on the Internet has a unique identifying address (called a Universal Resource Locator or URL for short) that you can enter into your Dreamcast web browser in order to access that page directly. In addition, most Web pages on the Internet have links that connect them to other Web pages. By clicking on a link, your browser will automatically take you to the connected page.

When you connect to the Internet with the Dreamcast browser, you will first connect to the Dreamcast Network, the best source for information about Sega, Dreamcast, Dreamcast games, and the Dreamcast online community. To exit the Dreamcast Network and connect to the Web, you will need to click on "Search" and then either search for a term or enter a URL in the appropriate field. See page 15 for more information.

How do Web pages get to me?

The data on a web page travel from that page's Web Server over the Internet to your Internet Service Provider and on to your Dreamcast. Because of the high volume of traffic, sometimes there are jams on the Internet and your data comes to you more slowly. If the Internet seems extremely slow, you may want to try a different Web page or connect again later.

How Much Does It Cost To Use the Web?

You only pay for access time from your Internet Service Provider and, possibly, any additional phone charges needed to connect to your Internet Service Provider's access point.

What Is Chat?

Internet Relay Chat (or IRC) allows people on the Internet to have typed conversations with users all over the world in real-time. A good way to think of chat is like CB radios that can span the globe. For more information on IRC chat, visit the IRC web site at www.irc.net.

Be Careful!

The Internet is a very large community and like any large community, there are places that are inappropriate for children. If you have concerns about your children being exposed to certain content, do not allow them to use the Dreamcast browser without your supervision. The Dreamcast browser is a tool and neither Sega nor PlanetWeb can control how it is used or what content is viewed through the browser.

Sega has teamed up with AT&T WorldNet® Service as the preferred Internet Service Provider for Sega Dreamcast. If you choose to sign up with AT&T WorldNet Service, just follow the on-screen directions the first time you use the Dreamcast browser and you will be informed of the latest service offerings and pricing plans.

Your Dreamcast modem and browser software are also compatible with most major Internet Service Providers (ISP) so you should be able to use an existing PPP Internet account, if you have one. Please see "Using an Alternate Service Provider" section on page 10.

GETTING STARTED

Make sure that your Sega Dreamcast system is correctly attached to your TV and is working properly (consult your Dreamcast Owner's Manual for help). Then locate the phone outlet closest to your Dreamcast.

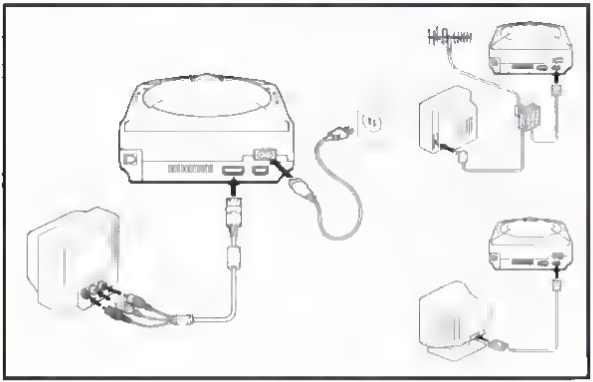
• Connect one end of the included phone cord to the jack in the Dreamcast modem.

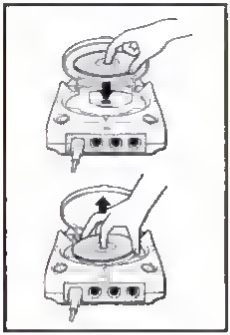
• Connect the other end of the phone cord to a working phone outlet.

Note: you may need to disconnect your phone. BE CAREFUL TO PLACE THE PHONE CORD SO THAT NOBODY WILL TRIP OVER IT.

•Place the Dreamcast web browser software in your Dreamcast, label side up, and close the CD door.

•Turn ON your Dreamcast.





NOTE: Remember to reconnect your phone if you need to make a telephone call.

GETTING ON THE WEB

In order to access the Internet, you will need an account with an Internet Service Provider (ISP).

Sega has teamed up with AT&T WorldNet® Service to offer the ultimate connectivity and performance. If you don't already have an ISP, we recommend establishing an account with AT&T WorldNet Service for the fastest and most reliable connections possible.

Starting an Internet Account with AT&T WorldNet Service

Load your Dreamcast Browser. The first time you load your browser, it will automatically take you through the registration process. You will be asked to fill in any codes that you may need to connect to an AT&T WorldNet Service dialup connection. For example, you may need to dial a "9" to access an outside line or "1" to dial a long-distance number.

Carefully follow all on-screen directions.

To enter information in an available entry space, simply move your cursor with the D-pad or the analog thumbpad on the Dreamcast controller over the desired entry space and push the A Button. An on-screen keyboard will appear; move the cursor with the D-pad and select the desired characters by pushing the A Button. As you select letters, you will see them appear in the selected entry space.

If you make a mistake, click on the left facing arrow on the on-screen keyboard to erase the last character.

Click on the "Enter" key when you are finished typing in characters for the selected entry space. You can turn off the on-screen keyboard by pressing the Start button on the controller.

Continue selecting entry spaces and entering your information until you have filled in all the necessary spaces. Click on "OK" when you are satisfied with the information recorded on a page. At the proper point during registration, you will automatically be connected to the AT&T WorldNet Service toll-free registration access line.

Continue to fill in the on-screen prompts as requested.

When you are finished, your Dreamcast's internal memory will automatically be updated with all necessary information so you will not have to reenter it all again. However, we STRONGLY recommend writing down all pertinent information on page 9 of this manual for quick reference in case it is needed. Select "Options" from the Command Cluster and then select "Display Options" "Internet Connection," and "Email Account" to bring up the information you should record in the manual.

Your credit card will be billed on a monthly basis by your ISP. To cancel an account with AT&T WorldNet Service, you will need to call their Customer Care Center by telephone at 1-(800)-400-1447.

Please record your Basic Info, Dial Options, Proxy Settings, and Email Account Settings here. See pages 17-19 for a description of each item.

Basic Options

Your Real Name: _____

User Login: _____

Password: _____ (make sure to keep this secret)

Dial up number: _____

Backup number: _____

DNS1: _____._____._____._____

DNS2: _____._____._____._____

Dial Options

Area Code: _____

Long Distance Prefix: _____

Call Waiting Prefix: _____

Outside Dial Prefix: _____

Dial: Tone or Pulse

Dial Area Code: On or Off

Blind Dial: On or Off

Proxy Settings

Use Proxy: Yes or No

Proxy Server Name: _____

Proxy Port: _____

Email Account: _____

Email Login: _____

Email Password: _____

Email Address: _____

Incoming Server (Pop3): _____

Outgoing Server (SMTP): _____

Please note that all passwords will be displayed as asterisks for security purposes. Enter the password you've selected when asked to enter the password. Remember to use the upper and lower-cased letters as appropriate.

NOTE: If you have problems connecting to the Internet, please consult the Troubleshooting sectian an page 26 before calling Sega custamer service at 1-888 345-SEGA (7342). If yau hove entered oll the informotion carrectly into yaur Dreamcost, you may need to contoct yaur Internet Service Provider.

TO USE AN ALTERNATE SERVICE PROVIDER

Although AT&T WorldNet Service provides the fastest and most reliable connections possible with Sega Dreamcast, if you already have a PPP-capable account with a different ISP, you can probably use that existing account instead of signing up with AT&T WorldNet Service.

During the registration process, you will be asked whether you would like to sign up with AT&T WorldNet Service. Scroll to the bottom of the page and click on "Use Your Current ISP".

You will then see a screen detailing all the information you will need to obtain from your Internet Service Provider. This information is also detailed in the section above. We STRONGLY recommend that you record all this on page 9 of this manual so that you can quickly refer to it if needed.

Follow the directions on-screen to enter all the necessary information.

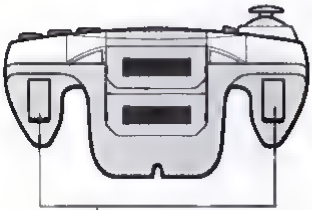
Please carefully review to make sure that you did not make any mistakes while entering your information. Remember that your Dreamcast considers lower-cased and upper-cased letters to be different—make sure that you use the proper case and make sure you correctly record the case on page 9. When you are sure that all information is correct, click "OK".

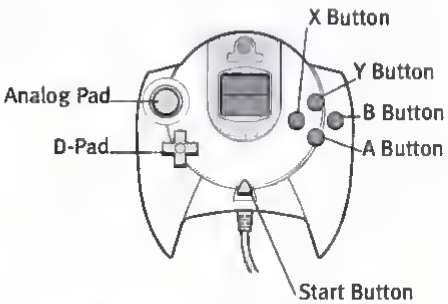
You are now ready to connect to the Internet. Click on "Enter" to start your first Internet session.

Once You Have an Internet Account, Now What?

When you have established your account and connected to your ISP, you will first see the Dreamcast Network home page. Explore the Dreamcast Network by clicking on links with the A Button. If you wish to explore the World Wide Web, click on "Search" and then either enter a term to search for or enter a URL directly (e.g. "http://www.sega.com)".

USING THE DREAMCAST CONTROL PAD





Analog/D-Pad: Controls the positioning of the Arrow (move the Arrow to the side of the screen to scroll the screen). Selects keys on the on-screen keyboard.

A Button: Perform an Action on any Icon or Link. Enter characters on the on-screen keyboard.

(Highlighted or underlined text signifies a Link to something specific on the Web. Press the A Button while the Arrow is over a Link and you will go to that location. Press the A Button while pointing at the URL to edit the URL.)

B Button: Cancel.

X Button: Frames Button. Some web pages are divided into pieces or frames. You will know you are on such a page if your arrow becomes bigger. When this is the case, you can move around over the various parts of the page, and hit links normally.
However, you can't scroll the individual frames independently. To gain access to a specific frame, move the arrow over the desired section and press the X button; the arrow will revert to normal size and you'll be "in" that frame.

Now you can scroll within the frame by moving the arrow to the edge of the frame as you would with a normal web page.

To access the main page or go to another frame, press the X button again.

Y Button: Magnifies the area under your Arrow. Press Y Button again to increase the power and one more time to turn off the Magnifier.

L/R Triggers: Scroll the screen up/down .

START Button Brings up the Command Cluster. The Command Cluster is a quick way to access the control items. To choose an icon from the Command Cluster, press the START Button and use the D-Pad to select an Icon (that Icon will enlarge, indicating that you've selected it).

Press the A Button to activate the currently selected Icon. Press the START Button again to remove the Command Cluster without activating anything. If a dialog box is displayed, the START Button will close the dialog box.

The items on the Command Cluster are:
* Search: Connect to search engine to find things on the web.
* Mail: Connect to your mailbox to check email. See page 20
* Favorites: Bring up your Bookmarks. See page 24
* Back: Go back to the previous web page. Press X Button while highlighting Back to access Recent History.
* Home: Return to the startup web page.
* Forward: Advances to the next web page (only works if you have already backed up to previously reviewed pages) Press X Button while highlighting Forward to access Recent History.
* Address book: Bring up your saved email address list. See page 23.
* Stop: Stop the current transmission.
* Options: Bring up your Internet connection, email account and display setting preferences.

The On-Screen Keyboard

When you move the cursor onto an entry field or URL bar and click the A Button on the controller, the browser will bring up an on-screen keyboard that can be used to enter information. This on-screen keyboard will also appear when you click on the entry fields on the email to type an email message.

If the Sticky Keys option is selected in the Options area, the cursor will jump from key to key each time you tap the D-Pad.

When the on-screen keyboard is displayed, the controller buttons change as follows:

B Button: Works as the Backspace Key
Deletes the character behind the cursor.

L/R Trigger: Move the cursor left and right.

Special Keys on the On-Screen Keyboard

- Esc - to erase all input in selected field
- Enter - to submit input
- Close - to put away the on-screen keyboard
- The on-screen keyboard provides the following shortcut keys to make entering URL's much easier:

http://www.	.html	.org/
.com/	.edu/	.net/

- If you press the Shift Key or CAPS Lock, the following shortcuts will become available:

.jpg	.gif	.gov/
Current URL		

USING THE OPTIONAL DREAMCAST KEYBOARD

(sold separately)

By plugging in an optional Dreamcast keyboard, you can type as you normally would on a computer.

Use the keyboard to type characters, change or enter URLs, write and send email. Some keys on the keyboard can act as special Quick-Keys that perform an action quickly. The following is a list of the Quick-Keys you can use:

When not in keyboard mode:

ENTER: Selects. Acts as the A Button on the controller.

ESC: Brings up or puts away the Command Cluster.
Acts as the Start Button on the controller.

Page Up: Scrolls screen up. Acts as the Left Trigger Button on the controller.

Page Dowe: Scrolls screen down. Acts as the Right Trigger Button on the controller.

Arrow Keys: Move Cursor. Acts as the D Pad on the controller.

When in keyboard mode:

ESC: Deletes the current text in the field you are typing in.

F1-F6: The same as the six short-cut keys on the right of the on-screen keyboard. (Using the Shift key with any of these keys affects them the same as the on-screen keyboard.)

Page Up: Moves to the top of the field you are typing in

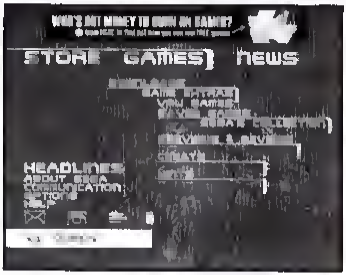
Page Down: Moves to the end of the field you are typing in

Home: Moves to the beginning of the line you are typing in.

End: Moves to the end of the line you are typing in.

Arrow Keys: Move Cursor

The Dreamcast Network



When you first connect to the Internet for each session, you will connect to the Dreamcast Network, an exclusive site visible only to Dreamcast users. Here you will have a chance to view the latest news about Dreamcast as well as communicate with other Dreamcast users, find help and tutorials as well as link to the broader World Wide Web.

You will see the following items on the Dreamcast network home page.

The Arrow Pointer: Controlled by the Analog Thumbpad or D-Pad, the arrow is your tool for activating links. Position it over highlighted or underlined text or pictures (links) and press the A Button. Move the Arrow to the edge of the screen to scroll the active web page or frame.

About Sega. Click here to find out information about Sega and its products.

Communication. Click here to connect to your email (see page 20) or to connect to chat (see page 21).

Options. Click here to access your Internet Connection Settings, Proxy Settings, and Display Options.

Help. Click here to access tutorials, troubleshooting tips, and FAQs (Frequently Asked Questions lists).

Search. Click here to search for specific information on the WWW or to enter a specific URL (this will exit you from the Dreamcast Network).

Dreamcast logo: Look here for modem activity lights, new email indicator, and encryption key (if connected to a secure page).

The World Wide Web

Beyond the Dreamcast Network lies the World Wide Web. To access the Web, click on the Search link and enter a URL address. When you exit the Dreamcast Network, the screen will change slightly to indicate that you are on the WWW and not within the Dreamcast Network. The following is a list of the elements that make up a typical web page:

The Document Title/URL Bar
Displays the title of the web page you are currently viewing. You can switch to the URL address by clicking on "Title." Switch back to the title by clicking on "URL."

The Arrow Pointer
Controlled by the Analog Thumbpad or D-Pad, the arrow is your tool for activating links. Position it over highlighted or underlined text or pictures (links) and press the A Button. Move the Arrow to the edge of the screen to scroll the active web page or frame.

Link
A Link is a way to quickly connect from a specific Web page to related Web pages. A Link in a Web page is signified by highlighted or underlined words or pictures. Click on a link with the A Button to connect.

Modem Connection
Your browser displays two arrows to indicate whether or not you are connected to the Internet. If the arrows point toward each other, you are connected. If they point away, you are not connected. You can click on the arrows to connect or disconnect from the Internet.

Email
Your browser displays a small envelope when you have new email. Not every ISP correctly indicates if you have new email, so you might see this icon even when there isn't new email.

Encryption Key
Some web pages are encrypted when they are sent to and from your browser. Encryption allows you to communicate securely with a web page and enter private information, such as credit card numbers, with minimal risk of that information falling into the wrong hands. When your browser accesses a secure (encrypted) page, a Key icon is displayed on the right of the Document/URL bar.

NOTE: ALWAYS MAKE SURE THAT YOU SEE THE KEY ICON BEFORE SHARING PRIVATE INFORMATION SUCH AS YOUR CREOIT CARO NUMBER TO INOICATE THAT THE INFORMATION WILL BE ENCRYPTED. IF YOU OO NOT SEE THE KEY ICON ON THE URL BAR OR CURSOR, YOUR OATA IS NOT ENCRYPTEO ANO IS NOT BEING TRANSMITTEO IN A SECURE MANNER

OPTIONS

The Dreamcast browser contains many different configuration options, each of which you can reach from the Command Cluster Icon. Use these options to enter personal information essential to accessing an Internet account and email. After choosing the Options Icon, you will need to choose what Options you wish to view and change: Select one of the Options categories or press "Save" to store all of your Option adjustments. Select the category with the A Button. You will then see one of the displays described below. To exit these displays, press the START Button. If you want to exit the Options menu without saving any changes, press the START Button or press the Save button to save your selected options so that they take effect.

Internet Connection

Basic Info

Your Real Name: Real name. Your first and last name.

User Login: Your account name. Depending on your ISP, you may either select this or it will be assigned to you. (Please see Mail Options below.)

Password: Your account password is needed to access the Internet. You should guard this carefully to prevent abuse of your account. If you change your password, be sure to change your mail password as well - we recommend that the two passwords be the same. Your password will be displayed as asterisks for security purposes. Enter the password you've selected when asked.

Dial Up Number: The number that you use to connect to your ISP. SEGA AND PLANET WEB ARE NOT RESPONSIBLE FOR ANY TELEPHONE CHARGES THAT YOU INCUR WHILE USING YOUR DREAMCAST. IF YOU ARE NOT SURE WHETHER OR NOT THE NUMBER YOU HAVE SELECTED IS A LOCAL CALL, CHECK WITH YOUR PHONE COMPANY.

Backup Number: A secondary number that your browser will use if the main dial up number is busy.

Primary DNS: An identification number for your ISP's computers.

Secondary DNS: An identification number for your ISP's computers.

Dial Options

Area code you are dialing from: Enter the area code for your current location.

Long distance call prefix: Enter any prefix you need to access long-distance service. Usually, this will be "1".

Call waiting prefix: If you want to disable call waiting while using your Dreamcast browser, enter the correct code from your local telephone company. For example, this may be "*70".

Outside dial prefix: If you normally need to dial a prefix to access an outside line, enter that number here followed by a comma. For example, often this might be "9,".

Dial: Select tone or pulse dialing as appropriate for your phone service.

Dial area code: If you are calling outside your area code to access your ISP dial-up number and you need to dial the area code to call that number, click yes.

Blind dial: Select on if you have trouble connecting.

Proxy Settings

Check with your ISP to see if you need to enter any data here.

Email Account

Email login: The login name you need to access your email account. Depending on your ISP, you may get to select this or it may be assigned to you.

Email password: The password required to access your email account. Depending on your ISP, you may get to select this or it may be assigned to you.

Email Address: The email address for your account. Give this address to friends who might want to send you email.

Incoming Server: The address of the computer to which you connect to get email.

Outgoing Server: The address of the computer to which you connect to send email.

There are two preferences for you to configure to customize your email setup and appearance. Select as you desire.

Display Settings

Show Screensaver: Toggles the browser screensaver on or off. If the screensaver switches on after the browser is unattended for several minutes, simply press any button on the controller to return to the normal display.

Hide On-screen keyboard: Toggles on-screen keyboard on or off. Select off if you have a Dreamcast keyboard connected.

Sticky Keys: Toggles Sticky Keys on or off. Sticky Keys On can make typing with the on-screen keyboard easier, as your Arrow automatically "sticks" to the keys.

Play Sound Effects: Turns the sounds associated with each action in the Browser on and off.

Verbose Modem Messages: Turns on more detailed information when your modem is dialing your ISP. May help in diagnosing some connection problems.

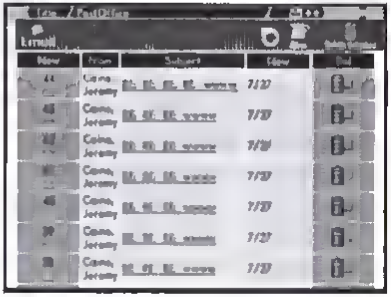
SENDING AND RECEIVING ELECTRONIC MAIL

Reading Electronic Mail

You can send and receive email from your Dreamcast browser with most ISPs. Normally, there are no additional fees to send or receive email beyond your normal connect charges. However, check with your ISP for possible email charges. To access, choose the Mail Icon from the Command Cluster.

Once your mailbox appears you will see each email arranged by its Sender, Date Sent, Subject, and Letter Number. Emails appear with the most recent at the top. Unread emails appear with blue text and an unopened envelope on the left edge of the page. You can view a message by clicking on the highlighted subject line. There is also a trashcan and a checkbox at the right side. Clicking on the trashcan will delete the message. Clicking on the checkbox will mark the message and you can delete all marked messages using the "Delete Selected" button at the top of the page.

Once the email has been retrieved from your mailbox, you will see the body of the letter and you can scroll down to read the entire message. At the top of the letter is a row of Action buttons so that you can respond to the letter. Click on the desired button to perform an action, or use the Back Icon to return to the Post Office.



New Mail Creates a new mail message.

Reply : Creates a new mail responding to the current letter.

Reply all: Creates a new mail responding to everyone who has received the current letter.

Forward: Sends the current letter to another person.

Previous: Displays the previous letter in your Post Office mailbox.

Next: Displays the next letter in your Post Office mailbox.

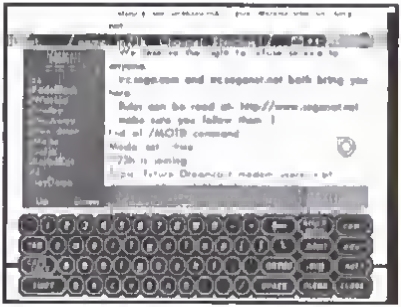
Save Addr: Stores the address of a sender into your Address Book.

Delete: Deletes the letter you are currently viewing from your Post Office mailbox.

New: Creates a new email message.

When composing a mail message, you can add addresses from your Address Book by choosing the Address Book Icon from the Command Cluster and selecting one of the addresses. Multiple recipients can be added by repeating this action.

CHAT



Some links on the Web may take you to a chat server. You can also type in the name of a chat server in the URL bar. The format for a chat address is:

pwchat://server-name:port/#channel

where the server name is the name of the server, the port is a numeric port number (6666 or 6667 are common port numbers) and channel is the name of a channel. If you leave off the channel part, you can use the chat commands to look at and select a channel on the server.

When in chat, you will see the keyboard on the bottom of the screen and a list of people on the channel you are listening to on the left. You can close the list of people using the Close button on the on-screen keyboard. You can get a help with the various chat commands by typing "/help" and pressing Enter. To exit chat, click on the "Main Menu" link above the keyboard.

When you chat in an IRC chat room, all the text that you type in will be viewed by everybody in the same chat room. To conduct a private chat with one other person, click on that person's nickname from the list of people in the room with the A Button. You will see the person's nickname highlight to indicate that you are in a private chat session and your comments will only be seen by that single person. To exit private chat, click on the nickname again and your comments will again be seen by all people in the chat room.

Some common chat commands are:

/me action sends text as action. For example if your nickname is Fred, "/me waves hello" will cause everyone on the channel to see "Fred waves hello".

/join #channel to join a channel. If the channel doesn't exist, it will be created.

/leave channel to leave a channel.

/names to find out who's on a channel.

/nick name to change your nick name. This is the name people see when they see messages from you.

/msg nickname message to send a private message to the person with the nickname.

/whois nickname to find out about the person with the nickname.

/ignore nickname to ignore everything from the person with nickname.

/ignore nickname none to listen to the person with nickname again.

/list to see a list of all the channels available on the server.

/bye to leave chat.

/help for some simple on-line help.

ADDRESS BOOK

You can reach your email Address Book by selecting the Address Book icon from the Command Cluster. The Address Book displays a list of addresses from your friends, business associates, family members, etc.

You can add addresses to your Address Book in two ways: If you are reading mail from someone whose address you would like to save, click on the Save Address Icon when reading that mail message. You can also click the New Address button in the Address Book and enter the desired name and address using the on-screen keyboard (or Dreamcast keyboard).

Preview your saved addresses by clicking the Up and Down buttons on the lower right of the screen or using the Left and Right triggers on the Dreamcast Controller. Each address has a name associated with it. You can switch between name view and address view using the button labeled either "Name" or "Address" in the address book.

To add someone as a recipient of a message, select their name in the Address Book and press the A Button. If you are already composing a message, the address will be added to the To: part of the message. If you are not composing a message, a new empty message will be started with the selected address as the first recipient.

If you want to remove an address from the Address Book, click on the delete button and choose any address to remove. If you press the START or B Button you will put the Address Book away without selecting an address.

The Address Book is stored in the Dreamcast. If you use the Save button in the Address Book a copy of your Address Book will be written to the first VMU device in your Dreamcast controller. Press the "Load" button from the Address Book to merge the first Address Book in a VMU device into your internal Address Book.

IMAGES, SOUNDS AND VMU FILES

The Dreamcast web browser will automatically display most picture formats and play many different sound formats. You don't need to know what kind of format the audio file was recorded in - your Dreamcast browser will automatically determine the format and play it properly. When you select one of these audio files, the progress bar in the center of the screen will show you the completion percentage — sometimes audio files can be quite large and take a long time to download.

Once the audio file has been loaded, you can Play, Fast Forward, Fast Rewind, Stop, and Pause the sound file from the Audio Control Panel. You can also jump into the middle of the file by clicking on the Waveform.

Some links may attempt to send a VMU file to you. If you select such a link, you will get a dialog confirming your Intent to receive the file. Also, some forms may contain a button that allows you to select a VMU file from your Dreamcast. When you submit such a form, the file will be sent to the server.

BOOKMARKS

Your Bookmark page records the addresses of certain Web pages that were saved to the Dreamcast's internal memory for quick access. Simply click on any one of the Web addresses and your browser will connect immediately to that Web page. You can reach your Bookmarks by selecting the Bookmarks Icon from the Command Cluster. You can see more of your saved Bookmarks by clicking the Up and Down buttons on the lower right of the screen, or using the Left and Right trigger buttons.

You can add the current Web page's address by selecting Add Current.
If you want to remove one of your Bookmarks, click on the Delete Button and choose an address to remove. If you press the START or B Button you will put the Bookmarks away and return to your current Web page.
The Bookmarks are stored in the Dreamcast. If you use the Save button in the Bookmarks a copy of your Bookmarks will be written to the first VMU device in your Dreamcast controller.

Bookmarks (Cont.)

If you use the "Load" button from the Bookmarks, the first Bookmarks in a VMU device in your controller will be merged into your internal Bookmarks.

RECENT HISTORY

The Recent History page lists the most recently visited web sites. To access the Recent History page, press the X Button while highlighting either "Back" or "Forward" on the Command Cluster. Select a link from the Recent History and connect directly by clicking on it with the A Button. Press START or B Button to close the Recent History page.

BROWSING HINTS

Here are some hints to make your exploration of the Internet easier and more fun.

- You can scroll through a page and select Links once the page has been displayed and before all the images are loaded and shown. This allows you to speed through pages and sites that you already know without having to wait for the images to load.
- It can be frustrating to find an interesting site, and then not be able to find it again. Use the Bookmark list to find your way back to your favorite spots.
- The Sticky Keys option (found in the Configuration Options) positions the cursor so that it is always lined up with a key, allowing for faster navigating with the Dreamcast Controller.
- When entering URLs, don't forget about the Shortcut Buttons on the on-screen key board. These can save you typing time.
- The magnifier is perfect for reading small text.
- If you want to use the phone while browsing, just select the Disconnect Icon from the Title Bar. This will hang up the phone line. When you are finished using the phone, click on any Link or use the Connect Icon on the Toolbar.

TROUBLESHOOTING

I'm using my own Internet Service Provider and I can't get a connection.
Make sure you are using an active phone line.

Check to make sure that you entered all the login information correctly.

You may need to dial a code for an outside line (e.g. 9,)

Try disconnecting the phone line from your Dreamcast and plugging a standard phone on the end of the line. Then try dialing the ISP phone number and see if a modem answers. If you get a busy the problem is with the ISP or your phone lines.

Sometimes I lose my Internet Connection.
If you have call waiting, you may need to disable it because incoming calls will cause you to disconnect from the Internet.

Every place I try says that the server can't be found.
Check your DNS settings in the Configuration Options.

I have voice mail and I can't get connected.
If your voice mail system changes the dial-tone (by beeping, for example), the modem may have trouble recognizing the dial tone. If this is the case, use the "Blind Dialing" option.

I got a "-404" error.
This error indicates that the requested page is not available on the server. It is possible that the page has moved. You might try starting at the first document on the server by clicking on the document URL area and deleting everything after the third "/".

My download stopped in the middle.
Sometimes the data is interrupted in its journey over the Internet. Click in the URL bar and then click on Enter on the on-screen keyboard.

I got a "503" error.
This indicates that the server is too busy to send the page. Try again in a few minutes.

The page I tried to load is really slow.
Click in the URL bar and then click on Enter on the on-screen keyboard. Sometimes the internet can get slowed down and this procedure may allow you to connect via a faster pathway. The page you selected might also have lots of graphics. Try to see if there is a text-only version of the page or a version that is designed for faster loading.

TROUBLESHOOTING (Cont.)

I went to a site that asked for a password.
If you go to a web page that requires a membership password and you don't have the password, press "Start" to exit screen.

I have trouble lining up the painter with the carrect letters an the anscreen keybaord.
Try turning on "Sticky Keys" in the General Preferences.

Some af the picture in a web page are nat looding.
Sometimes very large graphics are too big for the Dreamcast to load. Try selecting a smaller version of the picture you wish to view.

If you still have questions and are able to connect to the Internet, click on the "Help" button on the main page and you can review the Frequently Asked Question (FAQ) listings to see if your question is answered there. If necessary you can also call Sega's customer support line at 1-800-USA-SEGA.

GLOSSARY

Address Book
A place for storing email addresses.

Bookmark
A saved URL for a page on the World Wide Web. Useful to get back to an interesting web site.

DNS
Domain Name Server. The servers used to translate names on the Internet into their numeric addresses. It is like a giant book which translates Internet addresses from names (e.g. www.sega.com) to the real number addresses used by web servers.

Email
An electronic mail message.

ISP
Internet Service Provider. The company who connects you to the Internet.

POP
Point of Presence. A place that your modem dials to connect to your ISP.

Pop3
Post Office Protocol 3. The protocol or language used to retrieve mail on the Internet.

Screen Saver
A feature for helping to prevent damage to the phosphor of a television screen.

SMTP
Simple Mail Transport Protocol. The protocol or language used to send mail on the Internet.

Toll Call
A call that costs per minute. Local phone calls are normally not billed per minute, but toll calls are. However, if your local phone service charges by the minute, you will be charged at your normal phone rate even when connecting to a local dial up number.

URL
Uniform Resource Locator. The address of items on the Internet. Web URLs usually start with "http://"

Visual Memory Unit
An external memory card which connects to the Dreamcast controller.

Web Server
A computer connected to the Internet that provides the information displayed on your Dreamcast web browser.

World Wide Web
The collection of information served by all the Web servers connected to the Internet.

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